Listing of Claims:

This listing of claims will replace all prior versions, and listing, of claims in the application.

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1.   (Currently Amended) A slot machine comprising:

a rotatable reel, the reel bearing a plurality of discrete symbols and a continuous graphical element extending between adjacent ones of the discrete symbols such that the discrete symbols are unified by the graphical element; and

a processor operable to

rotate the reel to allow the discrete symbols to move relative to the continuous graphical element; and

stop the reel to place the discrete symbols on the reel in visual association with a display area.

2.   (Cancelled)

3.   (Currently Amended) The slot machine of claim 1 2, further including means for determining a payout based, at least in part, on the discrete symbols associated with the display area.

4.   (Original) The slot machine of claim 1, wherein the discrete symbols are superimposed over the graphical element.

5. (Original) The slot machine of claim 1, wherein the graphical element includes a trail.

6. (Original) The slot machine of claim 5, wherein the trail is selected from a group consisting of a road and a board game path.

7. (Original) The slot machine of claim 1, wherein the reel is simulated on a video display.

8. (Original) The slot machine of claim 1, wherein the reel is physical and driven by a stepper motor.

9. (Original) A slot machine comprising a rotatable reel, the reel bearing a plurality of discrete symbol positions and a continuous graphical element extending between adjacent ones of the discrete symbol positions such that the discrete symbol positions are unified by the graphical element, the reel also bearing a discrete symbol moving between the adjacent ones of the discrete symbol positions as the reel is rotated.

10. (Original) The slot machine of claim 9, further including means for rotating and stopping the reel to place a portion of the reel in visual association with a display area.

11. (Original) The slot machine of claim 9, wherein the discrete symbol is superimposed over the graphical element.

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12. (Original) The slot machine of claim 9, wherein the graphical element includes a trail.

13. (Original) The slot machine of claim 12, wherein the trail is selected from a group consisting of a road and a board game path.

14. (Original) The slot machine of claim 9, wherein the reel is simulated on a video display.

15. (Original) The slot machine of claim 9, wherein the reel is physical and driven by a stepper motor.

16. (Original) The slot machine of claim 9, further including means for determining a payout based on movement of the discrete symbol between the adjacent ones of the discrete symbol positions as the reel is rotated.

17. (Original) The slot machine of claim 16, wherein the payout accumulates based on each discrete symbol position traversed by the discrete symbol.

18. (Currently Amended) A method of conducting a slot game on a slot machine controlled by a processor, comprising:

receiving a wager from a player; and

rotating ~~and stopping~~ a reel ~~to place a portion of the reel in visual association with a display area~~, the reel bearing a plurality of discrete symbols and a continuous

graphical element extending between adjacent ones of the discrete symbols such

that the discrete symbols are unified by the graphical element;

moving at least one of the plurality of discrete symbols relative to the graphical element;

and

stopping the reel to place a portion of the reel in visual association with a display area.

19. (Original) The method of claim 18, wherein the discrete symbols are superimposed over

the graphical element.

20. (Original) The method of claim 18, wherein the graphical element includes a trail.

21. (Original) The method of claim 20, wherein the trail is selected from a group consisting

of a road and a board game path.

22. (Original) The method of claim 18, wherein the reel is simulated on a video display.

23. (Original) The method of claim 18, wherein the reel is physical and driven by a stepper

motor.

24. (Original) The method of claim 18, further including determining a payout based, at least

in part, on the portion of the reel associated with the display area.

25.   (Original) A method of conducting a slot game on a slot machine controlled by a processor, comprising:

receiving a wager from a player;

rotating a reel bearing a plurality of discrete symbol positions and a continuous graphical element extending between adjacent ones of the discrete symbol positions such that the discrete symbol positions are unified by the graphical element; and

moving a discrete symbol between the adjacent ones of the discrete symbol positions as the reel is rotated.

26.   (Original) The method of claim 25, further including stopping the reel to place a portion of the reel in visual association with a display area.

27.   (Original) The method of claim 25, wherein the discrete symbol is superimposed over the graphical element.

28.   (Original) The method of claim 25, wherein the graphical element includes a trail.

29.   (Original) The method of claim 28, wherein the trail is selected from a group consisting of a road and a board game path.

30.   (Original) The method of claim 25, wherein the reel is simulated on a video display.

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31. (Original) The method of claim 25, wherein the reel is physical and driven by a stepper motor.

32. (Original) The method of claim 25, further including determining a payout based on movement of the discrete symbol between the adjacent ones of the discrete symbol positions as the reel is rotated.

33. (Original) The method of claim 32, wherein the payout accumulates based on each discrete symbol position traversed by the discrete symbol.

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